

Hop and Hooley!



A board game for 2 to 4 players from 3 years of age. Duration of the game: approximately 10 min.

Duration of the game for children from 4 to 5 years of age: about 20 min.

The game teaches children to count, trains them to devise tactics and not to lose heart when meeting their first obstacles, and to be brave in achieving their goal.

IT IS A FRAGRANT SUMMER EVENING, AND THE CHILDREN WENT TO BED A LONG TIME AGO, BUT IT IS STILL LIGHT ENOUGH OUTSIDE TO PLAY. FOUR SMALL GARDEN DWARVES MEET BY A SLIDE-ELEPHANT AND A SAND-BOX, WHERE THE TOYS THAT HAVE BEEN LEFT OUT BY THE CHILDREN ARE SCATTERED AROUND EVERYWHERE. GARDEN DWARVES ARE TINY FOLK, MUCH SMALLER THAN US. THEY HIDE ALL DAY LONG IN THE GRASS OR UNDER THE BUSHES, AND SNOOZE. THE DWARVES LIKE THE CHILDREN'S SLIDE, BUT THEY LIKE EVEN MORE THE COLOURFUL TOYS THAT THE CHILDREN HAVE LEFT IN THE SAND-BOX. THAT'S WHY, ALMOST EVERY EVENING, YOU CAN HEAR PUSHING AND SHOVING AND ARGUING IN THE PLAYGROUND, AS THE DWARVES RUSH TO THE SLIDE, WHERE THEY SHARE OUT NOISILY THE TOYS LEFT BY THE CHILDREN.

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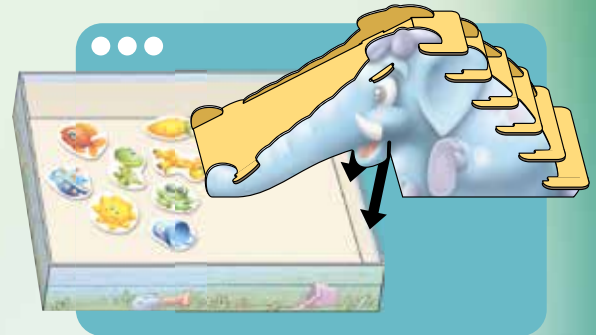
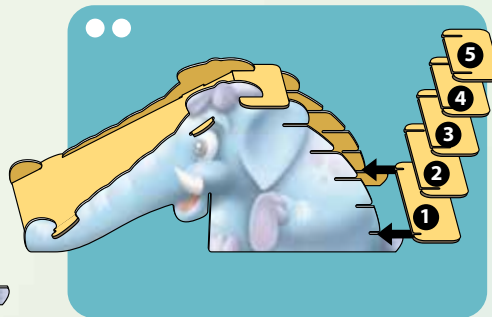
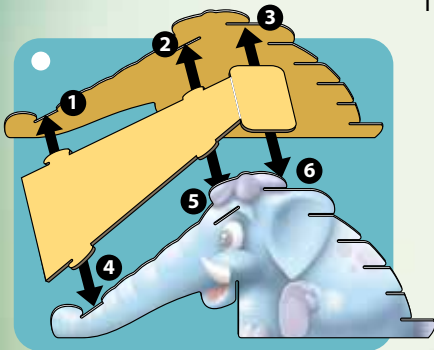
Contents:

- 1 slide-elephant,
- 20 toys in five colours and forms,
- 4 dwarves in different colours,
- 1 dice with points,
- 1 dice with numbers,
- rules

Let's be dwarves and play happily in the garden, sliding down the slide-elephant and picking up the scattered toys. The winner of the game is the dwarf who is lucky enough to get the most toys from the sand-box.

GETTING READY FOR THE GAME

The players shall first assemble the slide-elephant.



The toys are put into the sand-box in front of the slide.

If there are 2 players of 2 to 4 years of age, it is recommended to use 6 to 8 toys. Children who are not yet ready to lose should play with 6 or 8 toys, which means the game will end in a draw. If it is more fun to have a winner, we suggest you play with 7 toys. If there are 3 or 4 players, we recommend playing with 8 to 10 toys (in that case, a draw may also occur, since the number of toys can be divided by the number of players). The more toys we put in the sand-box, the longer the game lasts. Parents may adapt the length of the game to the ages of their children, by selecting a different number of toys.

Each player chooses a garden dwarf.



THE RULES

THE GAME FOR 3 TO 4-YEAR-OLD CHILDREN



The youngest player starts the game by rolling the dice. The youngest player starts the game by rolling the dice with points. He moves his dwarf up the slide, according to the points on the dice. Each player rolls the dice once in each round. There are 6 steps on the slide. A player who has mounted all 6 steps can slide down, and take one toy from the sand-box (if a player gets more points than he needs to reach the sand-box, he slides down anyway, and does not use the extra points). Then the player climbs up to the top of the slide again. If any player's dwarf lands on a step where another dwarf is already standing, the active player's dwarf jumps over the standing dwarf and ends up one step higher.

The game finishes when there are no more toys left in the sand-box. The player who has collected the most toys is the winner.

THE GAME FOR OLDER CHILDREN



The rules are almost the same, only all 20 toys and both dice are used. If the player rolls 0, he cannot climb up the slide. If the dice shows the arrow symbol, the player's dwarf has to change places with another dwarf. The main difference with the version of the game for little children is that when a garden dwarf slides down into the sand-box, he rolls the dice with points, and takes as many toys as there are points on the dice. If any player's dwarf lands on a step where another dwarf is already standing, the new dwarf does not jump over the standing dwarf but pushes him down, and that dwarf has to start climbing up again.

The game is over

- when one player has succeeded in collecting 5 toys of the same colour: he is the winner
- when no one succeeds in collecting 5 toys of the same colour, the game continues, until there are no more toys left in the sand-box. In this case, the winner is the player who has collected the most toys.

Note: you too may be creative in adapting the game and inventing your own rules.

